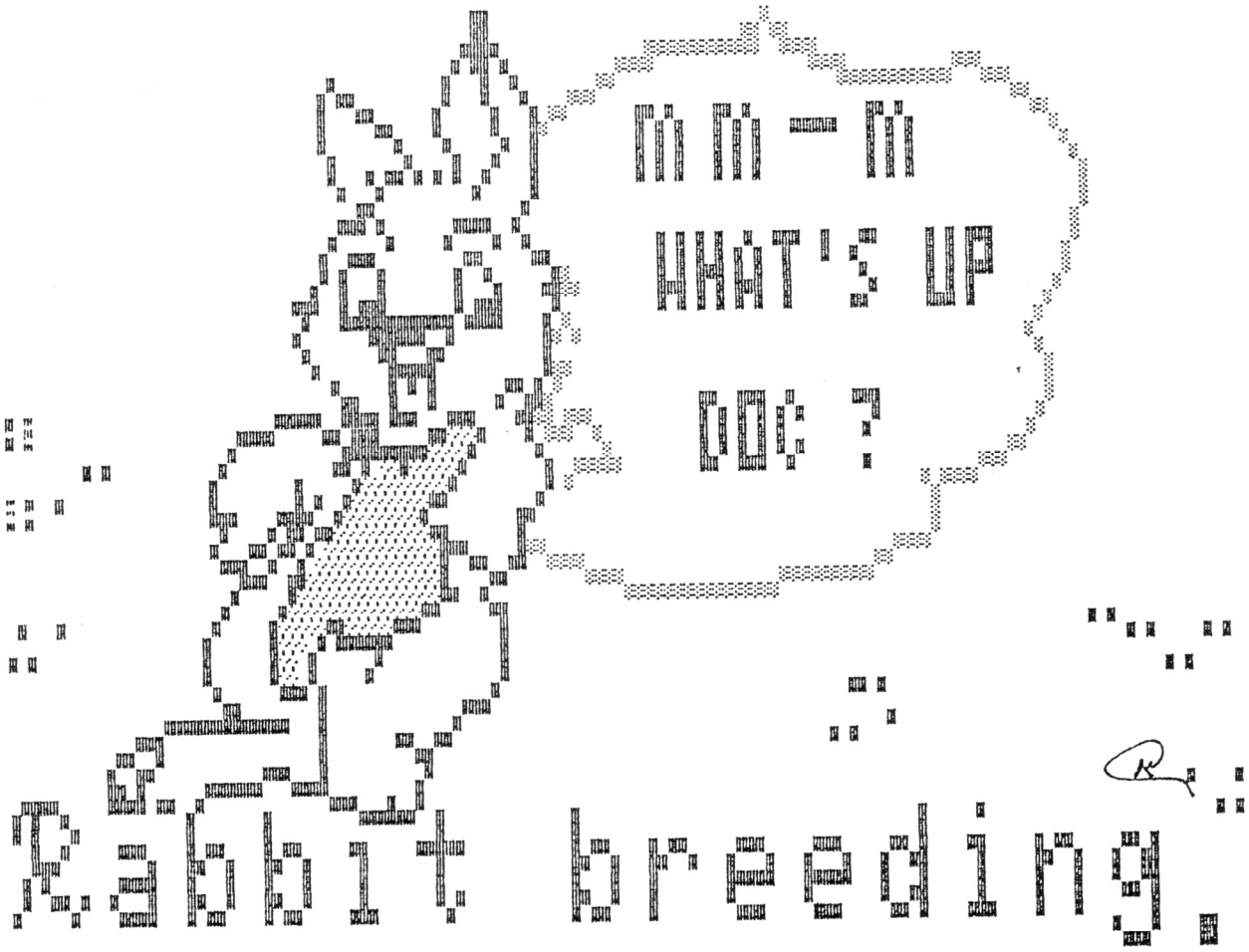
VZ LINK magazine

New Zealand VZ 300/200 Computer users club



ISSUE 54 APRIL 1991

ODDS AND ENDS

Hi, here is another action packed issue of your VZ newsletter. I am sure that there will be something of interest for everyone.
The last club meeting went really well although the numbers attending were less than usual. It was good to see Lou come down from Whangarei for this meeting.

If you want to contact me about any problems the phone number is now: Ph. 520-6743
I now have the answer phone connected so you can ring any time and leave a message, I will ring you back. Please leave your number if it has changed.

ACTIVITY EVENINGS.

The first activity night was not well attended.
I would like to continue with them and look forward to seeing some of you at these informal evenings.

The idea is that I will make myself available at home and you can just arrive for a cup of coffee and a yarn. Or swap software and sort out programs etc etc.
There is no compulsion to turn up.

If you are interested in this idea please ring me for the address.
The Activity evenings start at 7.00 pm on the following dates :

TUESDAY 07 MAY 1991
TUESDAY 21 MAY 1991
TUESDAY 4 JUNE 1991

FOR SALE

I still have some short cassette tapes and also second hand computer disks available for $1.00 each. All proceeds to the club and money back if not happy. Contact me if you are interested.

ON THE VZ SCENE

It may seem very quite on the VZ scene at the moment, But believe me that there is plenty of things happening behind the scenes. These will bear fruit within the next couple of months hopefully.

NEXT CLUB MEETING

The next club meeting will be held on :-

SATURDAY 25 MAY 1991

More details next issue. Please keep this date free.

See you next issue.

P.O BOX 1972 C.P.O AUCKLAND N.Z
AUCKLAND VZ 300/200 COMPUTER USERS CLUB (1986)
NEW ZEALAND VZ 300/200 COMPUTER USERS CLUB (1989)

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YOU ARE WELCOME TO PHONE ME ON.....PHONE 520-6743

Rabbit Breeding.....

by Ken Clarke.

You are a rabbit breeder and must make as much profit as you can within five years. You start with eight rabbits, out of which you keep two and sell the rest. These two produce eight offspring for the next year, and again you choose two. After five years, your profit is announced, along with the current highscore.

The profit you make on a rabbit depends on its coat colour and type of ears. A patchy rabbit with an unsymmetrical pattern is suitable only as a pet, and is worth only a few dollars. A rabbit with a mono-coloured coat is worth about $10. Most rabbits have medium sized ears, so rabbits with slim ears or wide ears are worth a little more than common ones.

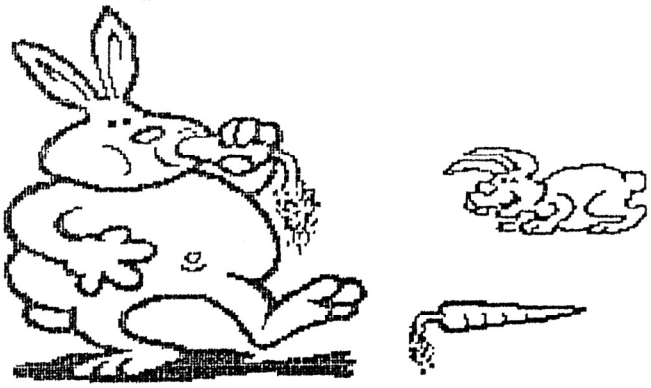
On running the programme, you are presented with a shortened version of the rules, together with music. Press <SPACE> and after a short pause the first generation male rabbits will appear. You may select one out of the four by pressing key 1, 2, 3, or 4 as appropriate. The value of each rabbit is given. You then select a female rabbit from the four females which will be shown on the screen after you have selected the male. These will breed the next generation.

Many colours are borne by recessive genes, such as 'spotted'. 'Black' is a dominant strain, so a rabbit with one 'black' and one 'spotted' colour gene will be black. However, some genes are co-dominant, such as 'black+grey' and thus a rabbit with 'black' and 'grey' colour genes may be black or grey, or striped grey and black.

Occasionally, a rarer colour such as 'X patterned' can occur and these are worth a lot of money. Often two colours will combine to provide a blotchy effect which is practically worthless.

The ears are simpler, and can be wide, medium or narrow, narrow being the most dominant. However, a grey rabbit may occasionally have large grey ears, and a spotted rabbit may have spotted ears, both of which add to the rabbits value. Very occasionally, a rabbit throwback may have 'asterisked' ears, but these, as well as other coloured ears, are not usually inherited by the offspring.

This game gives a very true representation in the study of genetics. I am sure that you will be fascinated watching as the many, many offspring take on the varying characteristics from their parents.



"There's no Bugs in this programme!"

DAVID'S INANIMATE REPRODUCTION LAW.

If you take something apart and put it back together again often enough, you will eventually have two of them.

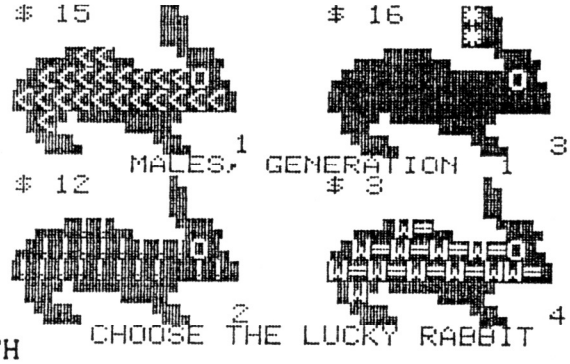
THE ROMAN RULE.

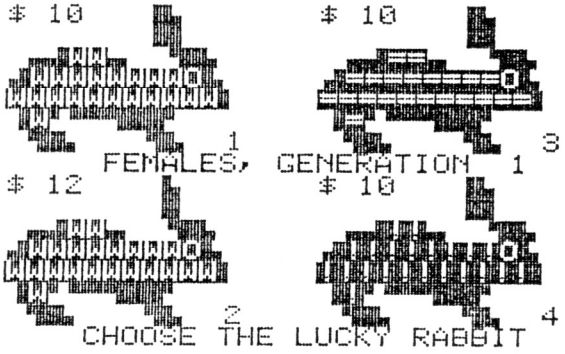
The one who says "IT CAN'T BE DONE!", should not interrupt the one who is doing it!

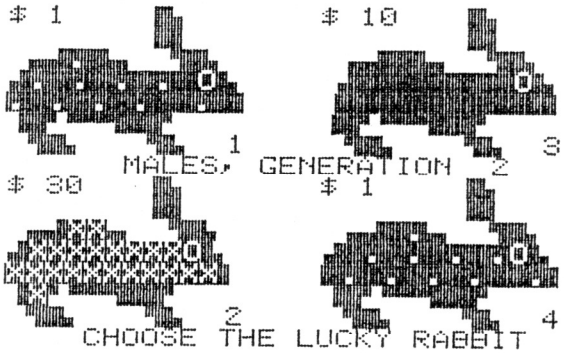
THOUGHT FOR THE DAY.

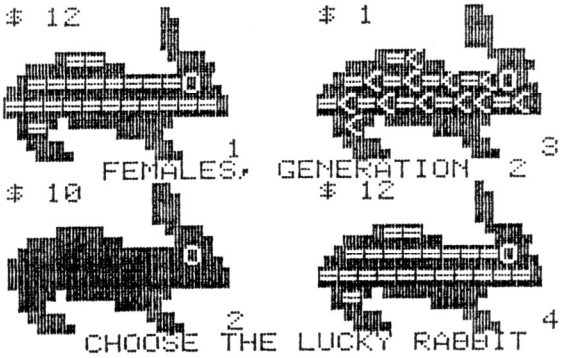
With all this talk about the dangers of E.M.R. (electromagnetic radiation) and the risks to our health, does this mean that we computer enthusiasts are likely to catch a terminal illness?

```
10 REM "RABBIT BREEDING" BY KEN CLARKE SEPTEMBER 1980"
20 CLEAR175:COLOR1,0
30 DIML$(2,4):DIMX$(2):DIMM$(2,4,4):DIMV(2,4)
40 POKE30771,1:CLS:GOSUB1110
50 PF=0:GOSUB1040
60 FORZ=1TO2:CT=0
70 FORX=1TO17STEP16:FORY=0TO8STEP8
80 CT=CT+1:GOSUB430
90 PRINT@Y*32+X,"$";V(Z,CT)
100 PRINT@Y*32+X+7,J$"":PRINT@(Y+1)*32+X+7,J$""
110 PRINT@(Y+2)*32+X+1,"  "
120 PRINT@(Y+3)*32+X,"  "
130 PRINT@(Y+4)*32+X,"  ":'RINT@(Y+5)*32+X,"  "
140 PRINT@(Y+5)*32+X,"  "
150 PRINT@(Y+6)*32+X+1,"  ";CT
160 PRINT@(Y+2)*32+X+3,B$:PRINT@(Y+3)*32+X+1,C$
170 PRINT@(Y+4)*32+X,C$;A$;B$
180 PRINT@(Y+5)*32+X+1,A$
190 PF=PF+V(Z,CT)
200 NEXTY:NEXTX
210 IFZ=1,PRINT@231,"MALES";
220 IFZ=2,PRINT@230,"FEMALES";
230 PRINT", GENERATION ";GN
240 PRINT@485,"CHOOSE THE LUCKY RABBIT";
250 P$=INKEY$:P$=INKEY$
260 IFP$>"4"ORP$<"1",250
270 PF=PF-V(Z,VAL(P$))
280 FORH=1TO4:L$(Z,H)=M$(Z,VAL(P$),H):NEXTH
290 CLS:NEXTZ
300 GN=GN+1:IFGN>5,360
310 FORF=1TO2:FORG=1TO4:FORH=1TO4
320 M$(F,G,H)=L$(1,H)
330 IFRND(0)<.5,M$(F,G,H)=L$(2,H)
340 NEXTH:NEXTG:NEXTF
350 GOTO60
360 CLS:PRINT"AFTER 5 YEARS...":PRINT
370 PRINT"YOU HAVE MADE $";PF;" PROFIT."
380 IFPF>HI,HI=PF
390 PRINT"BEST SO FAR = $";HI
400 PRINT@458,"ANOTHER GAME ? <Y/N>"
410 IFINKEY$="N",STOPELSEIFINKEY$<>"Y",400
```

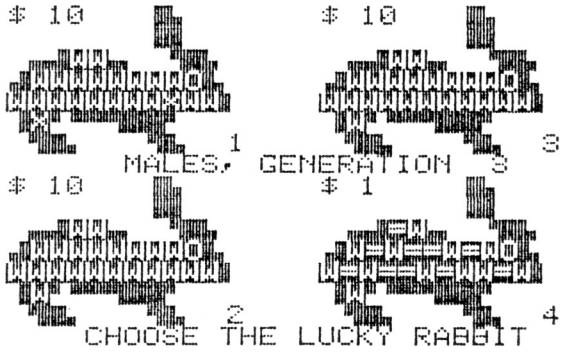


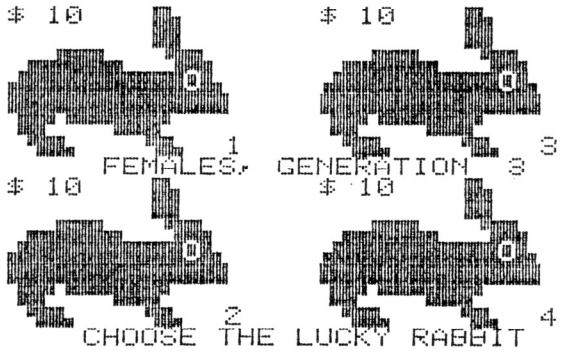







```
420 CLS:GOTO50
430 GOSUB680
440 B$=A$+D$
450 IFRND(0)<.5,B$=D$+A$
460 C$=B$+B$+B$+B$
470 IFRND(0)<.5,C$=A$+B$+D$+B$+D$+A$
480 X$(1)=M$(Z,CT,3)
490 X$(2)=M$(Z,CT,4)
500 J$=" "
510 IFX$(1)=" "ORX$(2)=" ",J$=" "
520 IFX$(1)=""ANDX$(2)="",J$=""
530 IFB$=""ANDJ$=""ANDRND(0)<.5,J$=""
540 IFB$=""ANDJ$=""ANDRND(0)<.4,J$=""
550 IFRND(0)<.05,J$=""
560 IFA$<>D$,610
570 WT=10
580 IFA$=""ORA$=",WT=15
590 IFA$=""ORA$=",WT=30
600 GOTO620
610 WT=1
620 IFJ$=" ",WT=WT+2
630 IFJ$=",WT=WT+5
640 IFJ$=",WT=WT+15
650 IFJ$=",WT=WT+5
```



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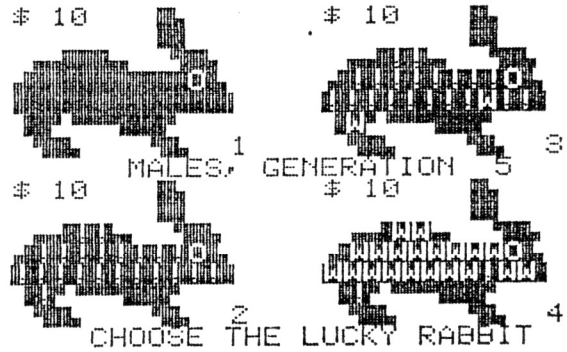
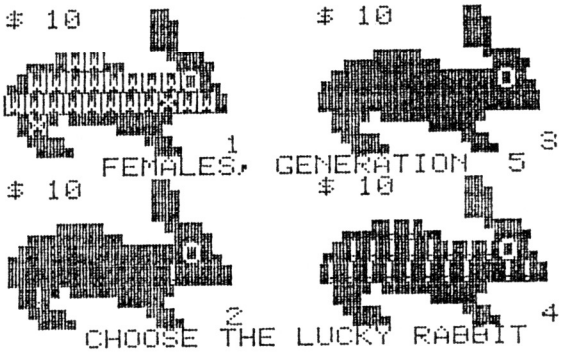
660 IFJ$="▣",WT=WT+6
670 V(Z,CT)=WT
680 E$=M$(Z,CT,1)
690 F$=M$(Z,CT,2)
700 A$=E$
710 IFE$=F$ANDE$="▤"ANDRND(0)<.5,A$="▣"
720 D$=A$
730 IFE$="F$,RETURN
740 IFE$="▥"ORF$="▥",880
750 IFE$="▣"ORF$="▣",990
760 IFE$="▥"ORF$="▥",800
770 A$="▣":D$=A$
780 IFRND(0)<.5,D$="▤"
790 RETURN
800 A$="▥"
810 IFE$="▤"ORF$="▤",850
820 D$=A$
830 IFRND(0)<.5,D$="▥"
840 RETURN
850 A$="▤"
860 D$=A$
870 RETURN
880 A$="▥":D$=A$
890 IFE$="▣"ORF$="▣",930
900 IFE$="▣"ORF$="▣"ORE$="▤"ORF$="▤",RETURN
910 IFRND(0)<.5,D$="▥"
920 RETURN
930 CH=RND(0)
940 IFCH<.3,RETURN
950 A$="▣"
960 IFCH<.5,A$="▣"
970 IFCH>.9,A$="▣"
980 GOTO860
990 A$="▣":D$=A$
1000 IFE$="▥"ORF$="▥",RETURN
1010 IF(E$="▤"ORF$="▤")ANDRND(0)<.5,D$="▤"
1020 IF(E$="▣"ORF$="▣")ANDRND(0)<.5,D$="▣"
1030 RETURN
1040 K$="▥▥▥▤▤▤":N$="▥▥ ":GN=1
*[1050 RANDOM ]      See note.
1060 FORF=1TO2:FORG=1TO4:FORH=1TO2
1070 M$(F,G,H)=MID$(K$,RND(5),1)
1080 M$(F,G,H+2)=MID$(N$,RND(3),1)
1090 NEXTH:NEXTG:NEXTF
1100 RETURN
1110 PRINT@493,"RABBITS"
1120 PRINT
1130 PRINT"YOU ARE A RABBIT BREEDER WITH 8 YOUNG RABBITS.  ";
1140 PRINT"EACH YEAR, YOU  MAY KEEP 2 YOUNG FOR BREEDING,"
1150 PRINT"AND SELL THE REST TO A PET SHOP."
1160 SOUND16,4;25,2;23,2;16,4;25,2;23,2;15,4;15,4;15,6
1170 SOUND15,4;25,2;23,2;15,4;25,2;23,2;16,4;16,4;16,6
1180 PRINT"THE PRICE OF A RABBIT DEPENDS ON";
1190 PRINT"ITS COLOUR AND EAR SIZE. RABBITS";
1200 PRINT"WITH EARS THAT ARE THIN OR VERY"
1210 PRINT"WIDE COST MORE THAN NORMAL-EARED";
1220 PRINT"RABBITS.  THOSE WITH UNUSUAL"
1230 PRINT"COLOURING ARE EXPENSIVE WHILE"
1240 PRINT"PATCHY ONES ARE CHEAP."
1250 SOUND28,4;28,4;28,4;28,4;27,2;25,2;24,2;25,2;18,6
1260 SOUND18,2;16,4;25,2;23,2;16,4;25,2;23,2;28,4;27,4;25,4;23,4
1270 PRINT"EACH YEAR,YOU MUST CHOOSE ONE"
1280 PRINT"MALE AND ONE FEMALE TO BREED THE";
1290 PRINT"NEXT GENERATION.":PRINT:PRINT
```





```
1300 SOUND16,4;25,2;23,2;16,4;25,2;23,2;15,4;15,4;15,6
1310 SOUND15,4;25,2;23,2;15,4;25,2;23,2;16,4;16,4;16,6
1320 PRINT"CAREFUL SELECTION OF THE MOST"
1330 PRINT"DESIRABLE CHARACTERISTICS WILL"
1340 PRINT"INFLUENCE YOUR PROFITS."
1350 FORQ=1TO5:PRINT:NEXT:PRINT@363,"GOOD  LUCK!"
1360 SOUND28,4;28,4;28,4;28,4;27,2;25,2;24,2;25,2;18,6
1370 SOUND18,2;16,4;25,2;23,2;16,4;25,2;23,2;28,4;28,4;28,6
1380 GOSUB1400
1390 CLS:GOTO1040
1400 PRINT@490,"PRESS SPACE";:FORQ=1TO25:NEXTQ
1410 PRINT@490,"[illegible]";:FORQ=1TO25:NEXTQ
1420 IFINKEY$<>" ",1400
1430 RETURN
```

. . . . . .

NOTE:

I am using the 'NEW ROM' in my VZ', and this allows access to the 'hidden functions' – in particular in line 1050.

Without the 'NEW ROM', leave out line 1050 and correctly entered, the PROGRAMME WILL WORK.

'RANDOM' will improve the mixing of the genes selected, and can be added as follows:–

1. 1050:LET <RETURN>
2. DIRECT COMMAND –
FOR S=–31815 TO –31780:PRINT S;PEEK(S),:NEXT <RETURN>
3. Look for the address of 'LET' (code 140). [The programme typed exactly down to the last space would show the address of –31808.]
4..DIRECT COMMAND –
POKE –31808 (or–what–ever) , 134 <RETURN>

You should notice that the word 'LET' will disappear. Remember, don't edit this line or any previous lines, else 'RANDOM' will be lost!

There is an easier way to add 'RANDOM'!
Type in the programme without line 1050 and thoroughly check it.
Bring the programme, VZ', disks/tapes etc. to a WORKSHOP MEETING.

Load the programme into another member's VZ' which has the 'NEW ROM'.
Add the missing line [preferably with a colon before 'RANDOM'] and RE–SAVE it.

When loaded back into your VZ' the word 'RANDOM' becomes "invisible" and "hidden", but has been installed into this programme.

****

HIGH RESOLUTION GRAPHICS PLOTTING 2

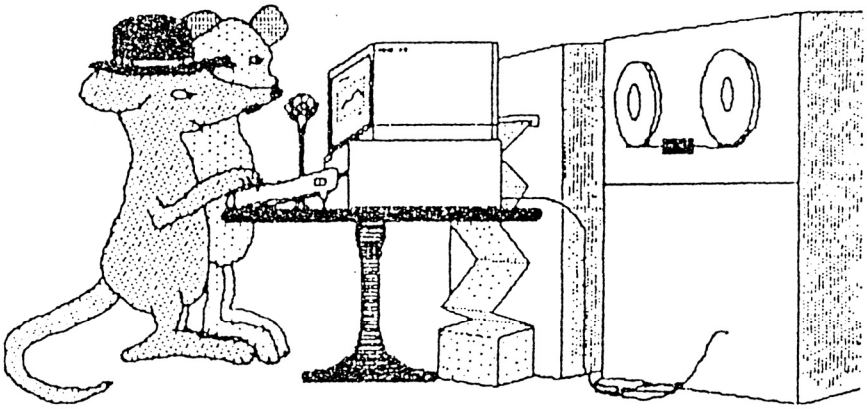
Circle Plotting.

Here is a quick but fairly accurate program to get your VZ to draw circles. The following notes explain the program.

LINE 18	Sets high resolution graphics mode.
LINE 20	These variables set the circles centre to a position in the centre of the screen. By altering these variables it is possible to place the circles anywhere on screen.
LINE 30	These variables determine the shape of the circles. Eclipses can be formed by altering the values of these variables.
LINE 40	R is the radius of the circle. N is the number of points to be plotted in the circle.
LINE 2000	A is set at 2 x Pi which is a circle in radians.
LINE 2030/ 2040	Contain the formulae which determine the value of the X and Y co-ordinate.
LINE 2050	SET(X,Y) is the equivalent to HPLOT and PLOT X,Y in other versions of basic.

PROGRAM ON NEXT PAGE...

```
1 '****************************
3 '**    VZ CIRCLE PLOTTER    **
5 '**     IAN A. THOMPSON     **
7 '****************************
9 CLS:PRINT@73," CIRCLE PLOTTER "
10 PRINT@257,"IAN THOMPSON, COLLOROY PLATEAU"
13 PRINT@292,"[redacted]":FORW=0TO180:NEXT
15 PRINT@292,"                                ":FORW=0TO180:NEXT
17 SOUND27,1:I$=INKEY$:I$=INKEY$:IFI$=""THEN13
18 MODE(1):COLOR,0:COLOR3
19 REM***** R=30
20 CX=60:CY=30
30 OX=1.5:OY=1
40 R=30:N=150
50 GOSUB2000
100 REM***** R=25
110 COLOR2
120 CX=60:CY=30
130 OX=1.5:OY=1
140 R=25:N=130
150 GOSUB2000
200 REM***** R=20
210 COLOR4
220 CX=60:CY=30
230 OX=1.5:OY=1
240 R=20:N=110
250 GOSUB2000
300 REM***** R=15
310 COLOR,1:COLOR7
320 CX=60:CY=30
330 OX=1.5:OY=1
340 R=15:N=90
350 GOSUB2000
400 REM***** R=10
410 COLOR,1:COLOR6
420 CX=60:CY=30
430 OX=1.5:OY=1
440 R=10:N=70
450 GOSUB2000
500 REM***** R=5
510 COLOR,1:COLOR8
520 CX=60:CY=30
530 OX=1.5:OY=1
540 R=5:N=50
550 GOSUB2000
1000 FORA=1TO700:NEXTA
1010 COLOR,0
1020 FORA=1TO700:NEXTA
1030 COLOR,1
1040 GOTO1000
2000 A=2*(22/7)
2010 C=A/N
2020 FORI=0 TO A STEP C
2030 X=R*SIN(I):X=INT(X*OX+CX+0.499)
2040 Y=R*COS(I):Y=INT(Y*OY+CY+0.499)
2050 SET(X,Y)
2060 NEXT I
2070 RETURN
```



COME AND HAVE A GO!

```
10293 IFB=1THENN=N+C
10295 IFB=1THENPRINT@A+4,"TOTAL THROW:";N
10300 RETURN
12000 REM ***CLS****
12050 FORN=33TO478STEP32
12100 PRINT@N,"                                ";
12105 NEXT N
12110 RETURN
15000 REM *****HELP*****
15010 PRINT"YOU CAN FIGHT WITH YOUR SWORD"
15020 PRINT"OR WITH YOUR SECRET WEAPON."
15030 PRINT"IF YOU WANT TO FIND OUT WHAT"
15040 PRINT"IT IS, TYPE IN 'WEAPON'"
15050 PRINT"YOUR STAMINA IS";X;", YOUR"
15060 PRINT"SKILL IS";S;"AND YOU HAVE";MEAL;"MEALS LEFT"
15070 IFPOTI<>0THENPRINT"YOU ALSO HAVE A HEALING POTION."
15090 RETURN
15100 REM ***WEAPON****
15110 IFWW<>0THEN15125ELSEPRINT"SORRY ";NAME$;", YOU ARE "
15120 PRINT"UNABLE TO KNOW WHAT YOUR SECRET"
15122 PRINT"IS JUST YET.":RETURN
15125 PRINT"SUDDENLY LETTERS OF GOLD SHINE"
15126 PRINT"OUT UNDER THE OTHER LETTERS:"
15130 PRINT"YOUR SECRET WEAPON IS THE WORD"
15140 PRINT"DOOM!":GOSUB52000
15145 PRINT"WELL, HOW ABOUT THAT ";NAME$;"!"
15146 PRINT"ALL YOU HAVE TO DO TO USE IT IS"
15150 PRINT"TO POINT YOUR HANDS OUT, AND "
15160 WW=2:PRINT"SHOUT THE MAGIC WORD."
15190 PRINT"THE SPELL THE WIZ ARD CAST OVER"
15200 PRINT"YOU WILL WORK!  TO USE THE "
15210 PRINT"SPELL, TYPE IN <<DOOM>>":RETURN
15500 REM ***BATTLE WITH WARLOCK**
15510 PRINT"YOU MANAGE TO SNATCH A BATTLE-"
15512 PRINT"AXE FROM THE WALL, BUT THE"
15513 PRINT"WARLOCK IS ALMOST UNBEATABLE!!"
15514 GOSUB960:GOSUB1000:GOTO15650
15600 IFW=0THENRETURNELSEPRINT"WELL DONE!!!  YOU SHOUT THE"
15601 PRINT"WORD AND POINT YOUR HANDS AT"
15602 PRINT"THE FIGURE OF THE WARLOCK WHICH"
15603 PRINT"IS STILL STANDING OVER YOU...":GOSUB15604:GOTO15615
15604 FORI=1TO1000:NEXTI:CLS:COLOR,1
15605 PRINT@129,"
15606 PRINT@161,"            "
15607 PRINT@193,"    "
15608 PRINT@225,"          "
15609 PRINT@257,"          ":FORJ=1TO3
15610 POKE30744,1:FORI=1TO10:NEXTI:POKE30744,0:FORI=1TO10:NEXTI
15611 NEXTJ:COLOR,0:SOUND30,1:SOUND10,3:IFDRAG=1THENGOTO644
15613 CLS:PRINT:PRINT"A BOLT OF LIGHTNING SHOOTS"
15614 PRINT"FROM YOUR FINGERTIPS!!!!!!":RETURN
15615 FORI=1TO500:NEXT
15620 PRINT:PRINT"THE WARLOCK FALLS!!!!!!"
15622 FORK=30TO1STEP-4:SOUNDK,1:NEXTK
15650 CLS:PRINT"YOU HAVE DEFEATED THE WARLOCK!!"
15652 PRINT"THE EVIL FIGURE LIESDEAD ON THE"
15653 PRINT"FLOOR BEFORE YOU.   QUICKLY"
15654 PRINT"YOU GRAB THE KEYS FROM HIS BELT"
15655 PRINT"AND HURRYING OVER, YOU UNLOCK"
15656 PRINT"THE PRINCESS'S CHAINS.  "
15657 PRINT"SHE COLLAPSES INTO YOUR ARMS,"
15658 PRINT"SOBBING WITH RELIEF."
15659 PRINT"BUT BEFORE YOU CAN RELAX, "
15660 PRINT"YOU MUST FIND A WAY OUT OF"
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15661 PRINT"THE MAZE."
15663 PRINT"HIT <<SPACE>>";:GOSUB50000
15664 CLS:PRINT"YOU BOTH SEARCH THE ROOM FOR "
15665 PRINT"SOME WAY OF GETTING OUT, AND "
15666 PRINT"THEN THE PRINCESS DISCOVERS"
15667 PRINT"A HUGE BOOK OF MAGIC SPELLS!"
15668 PRINT"YOU QUICKLY SKIM THROUGH THE"
15669 PRINT"BOOK, AND REALISE THAT WITH"
15670 PRINT"THIS, YOU CAN GET OUT OF THE"
15671 PRINT"MAZE OF DOOM SAFELY!"
15672 PRINT"HIT <<SPACE>>":GOSUB50000
15673 PRINT"YOU DECIDE TO REST THERE FOR A"
15674 PRINT"FEW HOURS AND THEN GO OUT."
15675 PRINT"THE PRINCESS IS VERY TIRED"
15676 PRINT"AND IN SPITE OF YOU  BOTH"
15677 PRINT"WANTING TO GET OUT, YOU REALISE"
15678 PRINT"THAT YOU ARE SAFE, AND A REST"
15679 PRINT"WOULD BE VERY MUCH IN ORDER."
15680 PRINT"YOU BOTH STRETCH OUT ON THE"
15682 PRINT"FLOOR AND SLEEP FOR A FEW HOURS":FORI=1TO5000:NEXTI
15683 CLS:PRINT"AFTERWARDS, WITH THE WARLOCK'S"
15685 PRINT"BOOK, YOU ARE ABLE TO GET OUT"
15686 PRINT"OF THE MAZE WITHOUT ANY TROUBLE."
15687 FORI=1TO1000:NEXTI
15700 PRINT"YOU ARE WELCOMED BACK TO THE"
15701 PRINT"TOWN WITH GREAT CELEBRATION,"
15702 PRINT"AND THE KING PROMPTLY ANNOUNCES"
15703 PRINT"YOUR MARRIAGE.   YOU AND THE"
15704 PRINT"PRINCESS SMILE QUIETLY TO EACH"
15705 PRINT"OTHER WITH HAPPINESS!!"
15710 PRINT"<<SPACE>> TO CONTINUE":GOSUB50000
15720 CLS:GOSUB10000:GOSUB56000:PRINT@292,"WELL DONE ";NAME$;";"
15721 PRINT@325,"CHAMPION OF SARDON!!!"
15722 GOSUB53000:FORI=1TO1000:NEXTI:GOTO1520
15723 TAIL$="WOULD YOU LIKE TO PLAY AGAIN":RETURN
15724 END
50000 K$=INKEY$:IFK$<>""THEN50000ELSE50010
50010 I$=INKEY$:IFI$=""THEN50010
50020 RETURN
51000 REM *****THREAT SIREN*****
51005 FORJJ=1TO2
51010 FORSS=11TO26STEP3
51020 SOUNDSS,1
51030 NEXTSS
51040 FORTT=29TO14STEP-3
51050 SOUNDTT,1
51060 NEXTTT
51070 NEXTJJ
51080 RETURN
52000 REM **WINNER'S FANFARE***
52010 SOUND23,1:SOUND23,1:SOUND23,1:SOUND28,3:SOUND23,1
52020 SOUND23,1:SOUND23,1:SOUND28,5:RETURN
53000 REM ***FINAL FANFARE****
53010 SOUND28,3:SOUND23,1:SOUND23,1:SOUND23,1:SOUND25,3
53020 SOUND27,3:SOUND28,6:SOUND0,2:SOUND16,1:SOUND16,5
53030 RETURN
54000 REM ***DEATH MARCH****
54010 SOUND13,6:SOUND13,4:SOUND13,2:SOUND13,6:SOUND16,4
54020 SOUND15,2:SOUND15,4:SOUND13,2:SOUND13,4:SOUND12,2
54030 SOUND13,7:RETURN
```

```
55000 REM ***TAKING A MEAL***
55002 IFMEAL=0THENPRINT"YOU CANNOT, YOU HAVE NO FOOD"
55003 IFMEAL=0THENPRINT"LEFT!":GOTO55070
55010 PRINT"YOU SIT DOWN AND TAKING OUT "
55020 PRINT"A MEAL BEGIN TO MUNCH."
55030 PRINT"YOU GAIN TWO STAMINA POINTS FOR"
55040 PRINT"THE MEAL AND THE REST.":MEAL=MEAL-1
55050 PRINT"AFTER ABOUT FIVE MINUTES, YOU"
55060 PRINT"CONTINUE.";:X=X+2
55070 PRINT"WHICH DIRECTION";:RETURN
56000 RETURN
56070 RETURN
```

THE END

GAMES REVIEW

DAWN PATROL

The Program is based on the arcade game CHOPLIFTER.
To play you take charge of your helicopter and fly off to the enemy P.O.W camps where you have to land and rescue prisoners, while all the time you have to avoid shooting tanks, missile launching planes and surface to air missiles.
In the VZ version, there are four P.O.W camps and a tank guarding either side of each camp. The only way you can land your 'chopper' is to shoot these tanks. This is done by pressing the "N" key to turn your 'chopper' through 90 degrees, thus making your gun (space bar) fire straight down. Once you land in the camp the prisoners will automatically come running out of the hut and board the helicopter. Be wary though, because the tanks will be replaced after a while and you will again come under fire.
At the furthest two camps, (camps one and two) there are the surface to air missile launchers at each side of the camps. These will home in on you, sometimes at a great speed and if you are not quick your 'chopper' will be destroyed.
On top of all this there are also 'planes' which suddenly appear, fire heat seeking missiles and leave again. These missiles are deadly accurate and you often get sandwiched between two of them. You can not shoot the aeroplanes, but you can shoot the missiles it carries.

*** SCORING ***

Tanks	100
Surface to Air Missiles	200
Air to Air Missiles	600
PRISONERS:	
Camp 1 .....(furthest).....	1500
Camp 2	500
Camp 3	200
Camp 4 .....(nearest).....	100

Points for missiles and tanks are awarded instantly, whereas to collect the points for picking up the prisoners, you must return to base and land your helicopter. Refueling is also instantaneous, upon touchdown at base. You are given four helicopters at the start, and the game is over when all 'choppers' have been destroyed, or you retrieve all the prisoners. Only six unexploded helicopter bullets are allowed on screen at the one time.

*** CONTROL KEYS ***

Q ..... UP
A ..... DOWN
M ..... LEFT
, ... RIGHT
N ..... ROTATE

Or JOYSTICKS

LOADING TIME 2.40 minutes

GRAPHICS (for a VZ)	*****
SOUND	****
ANIMATION (complication) ..	*****
OVERALL	*****

MYSTERY PROGRAM

```
10 REM MYSTERY PROGRAM
20 REM BY KEN CLARKE...APRIL, 1991
30 CLS:COLOR1,1:Y=31467:PRINT
40 PRINTTAB(2);PEEK(Y)+256*PEEK(Y+1);:Y=Y+2
50 IFPEEK(Y)=147,PRINT"REM";:GOTO70
60 PRINTCHR$(PEEK(Y));
70 Y=Y+1
80 IFY<>31487GOTO50
85 FORI=30995TO31002:POKEI,3:NEXT
90 W="  'QQQQQQQ@=":X="  ,0000000@<":K=129
100 Y="=@QQQQQQQ'  ":Z=">@0000000,  ":J=275
110 PRINT@J,Y;:PRINT@K,W;:FORR=1TO6:NEXT:PRINT@J,Z;
120 PRINT@K,X;:FORR=1TO3:NEXT:K=K+1:J=J-1:IFK>196GOTO150
140 PRINT@J,Y;:PRINT@K,W;:IFK<203GOTO110
150 A$="[illegible]"
160 PRINT@262,"LET A$ = "+A$
170 FORN=1TOLEN(A$)
180 FORJ=1TO500:NEXTJ
190 K$=MID$(A$,N,1)
200 PRINT@270+N,CHR$((ASC(K$)-73)/2);
210 NEXTN:FORQ=1TO2000:NEXT:RUN
```

VZ-EPSON PRINTER PATCH V1.4

CORRECTING A FLAW

By Pete Patterson.

This utility developed by Australian Larry Tayler is a must to enable Epson/I.B.M. compatible printers to faithfully print V.Z. High Res. graphics,Semigraphics and Inverse print. Unfortunately when used with some makes of printers the patch exhibits a small flaw. If you want to use the COPY command within a program you cannot set it using a standard variable statement,because when the IF...THEN statement is used with some DOS statements,it will not run.

For example if you use

```
200 IF PR=1 THEN COPYA6
```

and the variable PR has been set to 1 earlier in the program,the Epson Printer Patch will dump only gibberish to the printer.

Fortunately there is a couple of ways around the problem. So if your printer is going crazy trying to give you a hard copy of your Biorhythms you can alter the program by putting the COPY command into its own subroutine.

Using the example above.

```
200 IF PR=1 GOSUB 2000
2000 COPYA6:RETURN
```

A better solution is as follows:

```
200 IF PR=1 THEN : COPYA6
```

Due to a quirk of the IF....THEN processor in the Basic Interpreter,putting a colon between the THEN and COPYA6 fools the Interpreter ito processing the new statement.

My thanks to Bob Kitch for his valuable help in preparing this article.